Skyclave Pick-Axe



Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast

Skyclave Pick-Axe

Artifact — Equipment

When Skyclave Pick-Axe enters, attach it to target creature you control.

Landfall — Whenever a land you control enters, equipped creature gets +2/+2 until end of turn.

Equip 2 (*2: Attach to target creature you control. Equip only as a sorcery.*)

For use on cliffs and other faces.

U 0712
J25 • EN ✒ Dan Murayama Scott

™ & © 2024 Wizards of the Coast